Google Scholar BETA

Scholar Results 1 - 6 of 6 for **low-fidelity high-fidelity neural networks creatures simulation "animat" -20**

All Results

O Holland
J Fleischer

Tip: Try removing quotes from your search to get more results.

Complexity - group of 2 »
WPCOF AGE - doi.wiley.com
... of E. coli switches from a **high-fidelity** DNA-copying ... in DNA repair and that **low fidelity** results in ... optimization and AI resources; **neural networks**; genetic algo ...
Web Search

Bio-mimcry as a tool in the design of robotic systems - group of 3 »
JG Fleischer, WO Troxell - Proceedings of the 3rd International Conference on ..., 1999 - vesicle.nsi.edu
... may yield a system with **high fidelity** of reproduction ... end up with such **low fidelity** elements as ... [12] Kartalopoulos, SV Understanding **Neural Networks** and Fuzzy ...
Cited by 1 - Related Articles - View as HTML - Web Search

[BOOK] Machine Consciousness - group of 6 »
O Holland - 2003 - books.google.com
... recently Enchanted Looms: Conscious **Networks** in Brains ... reasonably optimistic that its **neural** correlates will be ... temptation to locate the **creature** within Sloman ...
Cited by 9 - Related Articles - Web Search - Library Search

Monterey, California - group of 3 »
AV CROSS-MODAL, P PHENOMENA - movesinstitute.org
Page 1. Approved for public release; distribution is unlimited. DISSERTATION NAVAL POSTGRADUATE SCHOOL Monterey, California AUDITORY ...
Related Articles - View as HTML - Web Search

A method for biomimetic design of a cooperative mobile robot system to accomplish a foraging task - group of 3 »
JG Fleischer - 1999 - nsi.edu
... world as possible may yield a system with **high fidelity** ... One "**low-fidelity**" approach has been to use a ... to **neural networks** are biomimetic when viewed in this ...
Cited by 1 - Related Articles - View as HTML - Web Search - Library Search

3D Interactive Visual Simulations (VR) as an aid to Learning in Africa - group of 4 »
A Evaluation - naledi3d.co.za
... VR or 'interactive visual **simulation**' as it is sometimes known, can be defined as 'a computer-generated environment in which the user is able to both ...
Related Articles - View as HTML - Web Search

Google™ Scholar BETA

low-fidelity high-fidelity neural networks creatu | Search

Scholar Results **1 - 6** of **6** for <u>**low**-**fidelity**</u> <u>**high-fidelity**</u> <u>**neural**</u> <u>**networks**</u> <u>**creatures**</u> <u>**simulation**</u> "**animat**" -20

All Results

<u>O Holland</u>
<u>J Fleischer</u>

Tip: Try removing quotes from your search to get more results.

<u>Complexity</u> - <u>group of 2 »</u>
WPCOF AGE - doi.wiley.com
... of E. coli switches from a **high-fidelity** DNA-copying ... in DNA repair and that **low fidelity** results in ... optimization and AI resources; **neural networks**; genetic algo ...
<u>Web Search</u>

<u>Bio-mimcry as a tool in the design of robotic systems</u> - <u>group of 3 »</u>
JG Fleischer, WO Troxell - Proceedings of the 3rd International Conference on ..., 1999 - vesicle.nsi.edu
... may yield a system with **high fidelity** of reproduction ... end up with such **low fidelity** elements as ... [12] Kartalopoulos, SV Understanding **Neural Networks** and Fuzzy ...
<u>Cited by 1</u> - <u>Related Articles</u> - <u>View as HTML</u> - <u>Web Search</u>

[BOOK] <u>Machine Consciousness</u> - <u>group of 6 »</u>
O Holland - 2003 - books.google.com
... recently Enchanted Looms: Conscious **Networks** in Brains ... reasonably optimistic that its **neural** correlates will be ... temptation to locate the **creature** within Sloman ...
<u>Cited by 9</u> - <u>Related Articles</u> - <u>Web Search</u> - <u>Library Search</u>

<u>Monterey, California</u> - <u>group of 3 »</u>
AV CROSS-MODAL, P PHENOMENA - movesinstitute.org
Page 1. Approved for public release; distribution is unlimited. DISSERTATION NAVAL POSTGRADUATE SCHOOL Monterey, California AUDITORY ...
<u>Related Articles</u> - <u>View as HTML</u> - <u>Web Search</u>

<u>A method for biomimetic design of a cooperative mobile robot system to accomplish a foraging task</u> - <u>group of 3 »</u>
JG Fleischer - 1999 - nsi.edu
... world as possible may yield a system with **high fidelity** ... One "**low-fidelity**" approach has been to use a ... to **neural networks** are biomimetic when viewed in this ...
<u>Cited by 1</u> - <u>Related Articles</u> - <u>View as HTML</u> - <u>Web Search</u> - <u>Library Search</u>

<u>3D Interactive Visual Simulations (VR) as an aid to Learning in Africa</u> - <u>group of 4 »</u>
A Evaluation - naledi3d.co.za
... VR or 'interactive visual **simulation**' as it is sometimes known, can be defined as 'a computer-generated environment in which the user is able to both ...
<u>Related Articles</u> - <u>View as HTML</u> - <u>Web Search</u>

low-fidelity high-fidelity neural netwo | Search

Google Home - About Google - About Google Scholar

Google Scholar BETA

| fidelity neural networks creatures simulation "| | Search |

Scholar All articles Recent articles Results **1 - 10** of about **84** for **fidelity neural networks creatures simul**

All Results

J Pollack
P Mandik
D Terzopoulos
H Lipson
J Christensen

Evolving physical creatures - group of 3 »
H Lipson, JB Pollack - Artificial Life VII, MIT Press, Cambridge, MA, 2000 - mae.cornell.edu
... prototyping, MEMS and nano-fabrication, higher **fidelity** of physical ... The **neural network**
was simulated in discrete cycles ... machine uses a 7-neuron **network** to drive ...
Cited by 4 - Related Articles - View as HTML - Web Search

Synthetic Neuroethology - group of 8 »
P Mandik - Metaphilosophy, 2002 - Blackwell Synergy
... Combinations are copied with varying degrees of **fidelity**, allow- ing for ... The Simulated
Evolution of **Creatures** and Their **Neural Networks** The simulations ...
Cited by 11 - Related Articles - Web Search - BL Direct

SYNTHETIC NEUROETHOLOGY - group of 2 »
TW Bynum, JH Moor, B Publishers - wpunj.edu
... Combinations are copied with varying degrees of **fidelity**, allowing for both the
inheritance ... The Simulated Evolution of **Creatures** and Their **Neural Networks** ...
Related Articles - View as HTML - Web Search

Biologically-based learning in the ARBIB autonomous robot - group of 7 »
RI Damper, TW Scutt - Proceedings of IEEE International Symposia on Intelligence ... -
doi.ieeecs.org
... style (which effectively abandons biological **fidelity** almost at ... To this end, a **neural
simulator** (Hi-NOON) has ... in which synapses, neurons and **networks** are all ...
Cited by 2 - Related Articles - Web Search

Coevolutionary robotics - group of 12 »
J Pollack, H Lipson, P Funes, S Ficici, G Hornby - Evolvable Hardware, 1999. Proceedings
of the First NASA/DoD ..., 1999 - ieeexplore.ieee.org
... in order to increase the **fidelity** and efficiency ... to our evolutionary recurrent **neural
network** software ... this system with evolved recurrent **neural** controllers for ...
Cited by 10 - Related Articles - Web Search

Automatic motion synthesis for 3D mass-spring models - group of 6 »
J Christensen, J Marks, JT Ngo - The Visual Computer, 1997 - Springer
... demanding if high physical **fidelity** is desired ... nervous systems using genetically
programmed **neural network** modules. ... Sims K (1994) Evolving virtual **creatures**. ...
Cited by 17 - Related Articles - Web Search - BL Direct

Artificial life for computer graphics - group of 3 »
D Terzopoulos - Communications of the ACM, 1999 - portal.acm.org
... is controlled by genetically specified **neural networks** and biochemistry. ... life characters
(see www.**creatures**.co.uk ... of real fish with reasonable visual **fidelity**. ...
Cited by 85 - Related Articles - Web Search - BL Direct

[BOOK] ... to animats 4: Proceedings of the Fourth International Conference on Simulation of Adaptive Behavior

P Maes - 1996 - books.google.com
... Technology, pioneer in robotics and **neural networks**, and author ... the Center for the
Neural Basis ofCognition ... Eaters" are complele autonomous **creatures**, seni lo ...
Cited by 25 - Related Articles - Web Search - Library Search

[BOOK] ... : proceedings of the fourth international workshop on the synthesis
and **simulation** of living systems - group of 2 »
RA Brooks - 1994 - books.google.com
... thousands of in -terconnected artificial **neural network** modules, and ... fitness of the
evolved **neural** circuits, will ... the disparity of **fidelity** between replication ...
Cited by 12 - Related Articles - Web Search

ELSE: Evolutionary Learning in Simulated Environments
BD Allen - luminousbeings.com
... the focus is starting to shift from visual **fidelity** to be- ... Evolv- ing recurrent **neural**
networks for sequential pattern recognition. ... Evolving virtual **creatures**. ...
Related Articles - View as HTML - Web Search

Gooooooooogle ▶

Result Page: **1** 2 3 4 5 6 7 8 9   **Next**

| fidelity neural networks creatures si | Search |

Google Home - About Google - About Google Scholar

Google Scholar BETA

| neural low-level brain creature animat "high le\ | Search |

Scholar All articles Recent articles Results **1 - 10** of about **409** for **neural low-level brain creature** animat

All Results

B Blumberg

D Isla

R Grzeszczuk

K Stanley

M Downie

A layered **brain** architecture for synthetic creatures - group of 12 »
D Isla, R Burke, M Downie, B Blumberg - Proc. of the Int. Joint Conf. on Artifical Intelligence (..., 2001 - helios.unive.it
... Figure 2: The **brain** architecture ... The percept structure might encapsulate a **neural** net or it ... data is subconsciously "filled in" by **low level** predictions and ...
Cited by 44 - Related Articles - View as HTML - Web Search - BL Direct

AUTOMATIC ACQUISITION OF ACTIONS FOR ANIMATED AGENTS - group of 4 »
A Szarowicz, M Mittmann, P Remagnino, J Francik - Proceedings of the 4th International Conference on ..., 2003 - dircweb.king.ac.uk
... the solution it is easier to program (fewer dimensions in the state space, less different **low-level** actions). ... **Neural** Networks. ... A Layered **Brain** Architecture for ...
Cited by 1 - Related Articles - View as HTML - Web Search

The Hi-NOON **Neural** Simulator and its Applications to Animal, **Animat** and Humanoid Studies - group of 4 »
RLB French, RI Damper, TW Scutt - First IEEE-RAS International Conference on Humanoid Robots, ..., 2000 - eprints.ecs.soton.ac.uk
... Further, since real **neural** systems incorporate different types of ... NOON has been used in **animat** (cricket phono ... a new project, where a **high-level** object-oriented ...
Cited by 1 - Related Articles - View as HTML - Web Search

Prototyping of complex plan based behavior for 3D actors - group of 3 »
C Geiger, M Latzel - Proceedings of the fourth international conference on ..., 2000 - portal.acm.org
... added functionality, such as fuzzy controllers, **neural** networks, or ... BralnAgent are part of a **Creature** object ... sensorial input as according messages to the **Brain**. ...
Cited by 8 - Related Articles - Web Search

Evolving Flying Creatures with Path Following Behavior
Y Shim, S Kim, C Kim - Proceedings of the 9 thInternational Conference on the ..., 2004 - 163.152.22.77
... Figure 6: **Low-level** controller. ... Since a **creature**'s **neural** net- work is optimized only for a given ... Generating Flying Crea- ture using Body-**Brain** Co-Evolution. ...
Cited by 3 - Related Articles - View as HTML - Web Search

New Challenges for Character-Based AI for Games - group of 14 »
D Isla, B Blumberg - AAAI Spring Symposium on AI and Interactive Entertainment, ..., 2002 - qrg.northwestern.edu
... simple synthetic per- ception, a **neural**-network learning ... **level** expectation information into the **low- level** recognition process ... feature of the C4 **brain** (Isla et ...
Cited by 21 - Related Articles - View as HTML - Web Search

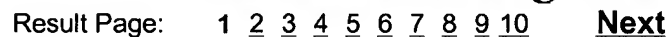### The ANIMUS project: a framework for the creation of interactive creatures in immersed environments
D Torres, P Boulanger - Proceedings of the ACM symposium on Virtual reality software ...,

2003 - portal.acm.org
... cognitive processes and constitutes the actual **brain** of the ... to bias the attention
of the **creature** toward salient ... 4. Performs **low-level** conditioned learning ...
Cited by 2 - Related Articles - Web Search

A perception and selective attention system for synthetic creatures - group of 2 »

D Torres, P Boulanger - Proceedings of the Third International Symposium On Smart ...,
2003 - Springer
... as an automatic response to certain stimuli 4. To perform **low-level** conditioned
learning ... In The Hand- book of **Brain** Theory and **Neural** Networks, p. 79 ...
Cited by 4 - Related Articles - Web Search - BL Direct

Using **Neural** Parallel Language in Distributed Game World Composing - group of 4 »

X Li - Conf. Proc. IEEE Distributed Framework of Multimedia ..., 2005 -
doi.ieeecomputersociety.org
... may be able to generate **low-level** code that ... **neural** network based programming
paradigm
called **Neural** Parallel Language ... more like one giant **brain** spanning across ...
Cited by 4 - Related Articles - Web Search

Two-Step Evolution Process for Path-Following Virtual Creatures

YS Shim, SY Shin, CH Kim - 163.152.22.77
... Figure 4: **Low-level** controller. ... S" shape which is used for the **neural** network
optimization. ... Gen- erating flying **creatures** using body- **brain** co-evolution. ...
Related Articles - View as HTML - Web Search

Gooooooooooogle ▶

Result Page: 1 2 3 4 5 6 7 8 9 10   **Next**

| neural low-level brain creature anima | Search |

Google Home - About Google - About Google Scholar

Google Scholar BETA

neural low-level brain creature animat "high le\ | Search |

Scholar All articles Recent articles Results **1 - 10** of about **409** for **neural low-level brain creature** animat

All Results

B Blumberg

D Isla

R Grzeszczuk

K Stanley

M Downie

A layered brain architecture for synthetic creatures - group of 12 »
D Isla, R Burke, M Downie, B Blumberg - Proc. of the Int. Joint Conf. on Artifical Intelligence (..., 2001 - helios.unive.it
... Figure 2: The **brain** architecture ... The percept structure might encapsulate a **neural** net or it ... data is subconsciously "filled in" by **low level** predictions and ...
Cited by 44 - Related Articles - View as HTML - Web Search - BL Direct

AUTOMATIC ACQUISITION OF ACTIONS FOR ANIMATED AGENTS - group of 4 »
A Szarowicz, M Mittmann, P Remagnino, J Francik - Proceedings of the 4th International Conference on ..., 2003 - dircweb.king.ac.uk
... the solution it is easier to program (fewer dimensions in the state space, less different **low-level** actions). ... **Neural** Networks. ... A Layered **Brain** Architecture for ...
Cited by 1 - Related Articles - View as HTML - Web Search

The Hi-NOON Neural Simulator and its Applications to Animal, Animat and Humanoid Studies - group of 4 »
RLB French, RI Damper, TW Scutt - First IEEE-RAS International Conference on Humanoid Robots, ..., 2000 - eprints.ecs.soton.ac.uk
... Further, since real **neural** systems incorporate different types of ... NOON has been used in **animat** (cricket phono ... a new project, where a **high-level** object-oriented ...
Cited by 1 - Related Articles - View as HTML - Web Search

Prototyping of complex plan based behavior for 3D actors - group of 3 »
C Geiger, M Latzel - Proceedings of the fourth international conference on ..., 2000 - portal.acm.org
... added functionality, such as fuzzy controllers, **neural** networks, or ... BrainAgent are part of a **Creature** object ... sensorial input as according messages to the **Brain**. ...
Cited by 8 - Related Articles - Web Search

Evolving Flying Creatures with Path Following Behavior
Y Shim, S Kim, C Kim - Proceedings of the 9 thInternational Conference on the ..., 2004 - 163.152.22.77
... Figure 6: **Low-level** controller. ... Since a **creature's neural** net- work is optimized only for a given ... Generating Flying Crea- ture using Body-**Brain** Co-Evolution. ...
Cited by 3 - Related Articles - View as HTML - Web Search

New Challenges for Character-Based AI for Games - group of 14 »
D Isla, B Blumberg - AAAI Spring Symposium on AI and Interactive Entertainment, ..., 2002 - qrg.northwestern.edu
... simple synthetic per- ception, a **neural**-network learning ... **level** expectation information into the **low- level** recognition process ... feature of the C4 **brain** (Isla et ...
Cited by 21 - Related Articles - View as HTML - Web Search

The ANIMUS project: a framework for the creation of interactive creatures in immersed environments
D Torres, P Boulanger - Proceedings of the ACM symposium on Virtual reality software ...,

2003 - portal.acm.org
... cognitive processes and constitutes the actual **brain** of the ... to bias the attention
of the **creature** toward salient ... 4. Performs **low-level** conditioned learning ...
Cited by 2 - Related Articles - Web Search

A perception and selective attention system for synthetic creatures - group of 2 »
D Torres, P Boulanger - Proceedings of the Third International Symposium On Smart ...,
2003 - Springer
... as an automatic response to certain stimuli 4. To perform **low-level** conditioned
learning ... In The Hand- book of **Brain** Theory and **Neural** Networks, p. 79 ...
Cited by 4 - Related Articles - Web Search - BL Direct

Using **Neural** Parallel Language in Distributed Game World Composing - group of 4 »
X Li - Conf. Proc. IEEE Distributed Framework of Multimedia ..., 2005 -
doi.ieeecomputersociety.org
... may be able to generate **low-level** code that ... **neural** network based programming
paradigm
called **Neural** Parallel Language ... more like one giant **brain** spanning across ...
Cited by 4 - Related Articles - Web Search

Two-Step Evolution Process for Path-Following Virtual Creatures
YS Shim, SY Shin, CH Kim - 163.152.22.77
... Figure 4: **Low-level** controller. ... S" shape which is used for the **neural** network
optimization. ... Gen- erating flying **creatures** using body- **brain** co-evolution. ...
Related Articles - View as HTML - Web Search

Goooooooooogle ▶

Result Page: 1 2 3 4 5 6 7 8 9 10   **Next**

neural low-level brain creature animä Search